FH17DPG218- SUMMARY - PARSNIP

93O11	1	2016-PAR-0047	14.40	Parsnip	0 CODE 1-4	0 CODE 5-6	NO ATTACK		NO ACTION
93O11	2	2016-PAR-0048	0.25	Parsnip	0 CODE 1-4	1 CODE 5-6	NO CURRENT ATTACK		NO ACTION
93O11	3	2016-PAR-0049	81.30	Parsnip	4 CODE 1-4	3 CODE 5-6	LIGHT ATTACK		NO ACTION
93O11	4	2016-PAR-0050	0.25	Parsnip	0 CODE 1-4	0 CODE 5-6	NO ATTACK	TRAP TREES	NO ACTION
93O11	6	2016-PAR-0052	16.80	Parsnip	0 CODE 1-4	3 CODE 5-6	NO CURRENT ATTACK		NO ACTION
93O06	12	2016-PAR-0055	7.00	Parsnip	NOT YET COMPLETE				
93O06	13	2016-PAR-0056	8.90	Parsnip	NOT YET COMPLETE				
93O11	470	2016-PAR-0036	0.25	Parsnip	NO ACCESS				
93O11	471	2016-PAR-0037	88.60	Parsnip	NO ACCESS				
93O11	472	2016-PAR-0038	40.50	Parsnip	NO ACCESS				
93O11	473	2016-PAR-0039	0.25	Parsnip	NO ACCESS				
93O11	474	2016-PAR-0040	0.25	Parsnip	NO ACCESS				
93O11	475	2016-PAR-0041	0.25	Parsnip	NO ACCESS				
93O11	476	2016-PAR-0042	0.25	Parsnip	NO ACCESS				
93O11	477	2016-PAR-0043	0.25	Parsnip	NO ACCESS				
93O11	478	2016-PAR-0044	0.25	Parsnip	NO ACCESS				
93O11	479	2016-PAR-0045	0.25	Parsnip	NO ACCESS				
93O11	480	2016-PAR-0046	0.25	Parsnip	NO ACCESS				
93O11	16	2016-PAR-0057	7.90	Parsnip	NO ACCESS				

Parsnip area had very little attack throughout. Polygon PAR-0049 had very light scattered current attack while the otherer sites and polygons had no signs of current attack.

Still can complete PAR-0055 and PAR-0056, rest of sites and polygons too isolated and too far to access.